

You are a reclusive archmage casting their last spell. You will use it to end your own existence.

To start play, write your suicide note. This note has power: whatever you say about yourself, your environment, your minions, your connections to other people is true. In the fiction, this note is the physical means by which you will take your life- a magic scroll that will serve its purpose and become inert once read aloud.

Write whatever you want.

When you're finished, read the note aloud. Everything you've created, all the connections you've made are no more; only your note remains. You are no longer part of the game.

Those players who read the note are members of an extra-planar expedition to the world you've left behind. Through spellcraft, they are attempting to reverse engineer your inert scroll and determine what the world was like with you in it.

They create shades of the things mentioned in the note. These represent possible incarnations of friends, family members, cohorts, lovers, places- things the archmage once knew.

Without the author present, play out a series of interactions between these shades. Talk, from their point of view, about who the archmage was.